

----- ST REPORT INTERNATIONAL ONLINE MAGAZINE -----
"The Original 16/32bit Online Magazine"
from
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> The Editor's Podium

Yessir, Spring is finally here. The Windsor show is on this weekend and the faithful are trekking from all over the North American Continent to 'pay attention' to the new products and of course get an eyeful of the new offerings from Atari Corp. The STe/TT/MegaSTe computers. STReport will carry extensive, in-depth reports about the Windsor Show in next week's issue.

This month has some new and different things going on like a review of the TT in Byte magazine by Jerry Pournelle. Seems there are a few folks who were unhappy with Jerry's remarks. Strange, though, many others thought he was fair and right on the mark. And then... to find people threatening not to buy Byte magazine or organize some kind of letter campaign because they didn't care for Pournelle's remarks is truly in bad taste. The man did exactly what he was supposed to do.. A hardware REVIEW of the TT030. STReport felt his remarks in the review, considering its being done with such short notice, were absolutely fair to Atari and the TT, after all a software review it wasn't intended nor meant to be. The TT is a wonderful machine and really needs a stronger software base of support. Although it will run most software written for the ST, it still needs a software platform written expressly for it where the software takes full advantage of all the TT's advanced features.

Speaking of magazines, there are a number of rather upset folks in the Atari community over non-payment of software royalties, commissions and column fees. These are very credible people in our userbase. In fact, this reporter spoke to a few of these folks and it would appear that the information is very true. Look for another magazine to fade away into the sunset. The NEW AtariUser magazine made it to the east coast this week and I must say, "its pretty nifty!" Be sure to get your copy. There seems to be some kind of controversy over a certain type of ad in the new magazine, but then you can't 'please' everyone. As far as STReport is concerned the ads were fine and of course any attempts to contain or restrain those folks who paid for the ads could possibly lead to FTC headaches. In any case, we are fully in support of AtariUser Magazine and we did not see where any ad copy was out of order.

While on the subject of software, Word Perfect has a new minor update out (04/18/91) for the now very familiar and most likely last version for the Atari platform, version 4.1. Yes, that's right folks even the "German" update thing has been dropped. And Word Perfect is really a terrific word processor. It should be the premier WP for the ST/TT/STe platform yet WP Corp. is not inclined to do so. Why?

The warehouse has inventory and its just about to start shipping in earnest. The major distributors all 'round the USA will have product in about two week.

Thing ARE getting much better!

Ralph.....

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Issue #109

by Michael Arthur

CPU INSIGHTS
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RJ Mical, and the Rise and Fall of Amiga Computer Inc.
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Gary Oberbrunner recently provided a great source of knowledge about this, by writing and posting this essay on the Amiga newsgroup (or message base) of Usenet. It is a transcript of a talk given by R.J. Mical, the programmer who designed and developed the Intuition graphical user interface for the Amiga, before the Boston Computer Society in March, concerning the history of both the Commodore Amiga itself, and Amiga Inc., the company who created it. Except for modifications in its formatting, or presentation, and various notes placed in this text to provide more information on certain subjects, the content of Gary Oberbrunner's text is identical....

The Early Days, Game Boxes, and the Guru Meditation

On Monday March 2, 1989, RJ Mical (=RJ=) spoke at the Boston Computer Society meeting in Cambridge. Fortunately I was momentarily possessed with an organizational passion, and I took copious notes. I present them here filtered only through my memory and my Ann Arbor. My comments are in [square brackets]. What follows is a neutron-star condensed version of about three and one half hours of completely uninterrupted discussion....

Amiga Computer Inc. had its beginnings, strangely enough, RJ began, with the idea of three Florida doctors who had a spare \$7 million to invest.

They thought of opening a department store franchise, but (as RJ said) they wanted to try something a bit more exciting. So

they decided to start a computer company. "Yeah, that's it! A computer company! That's the ticket! :-)"

They found Jay Miner, who was then at Atari, and Dave Morse, the VP of sales (you can see their orientation right off..) they lifted from Tonka Toys. The idea right from the start was to make the most killer game box they could. That was it, and nothing more. However Jay and the techies had other ideas. Fortunately they concealed them well, so the upper management types still thought they were just getting a great game machine. Of course the market for machines like that was hot in 1982...

They got the name out of the thesaurus; they wanted to convey the thought of friendliness, and Amiga was the first synonym in the list. The fact that it came lexically before Apple didn't hurt any either, said RJ.

However, before they could get a machine out the door, they wanted to establish a "market presence" which would give them an established name and some distribution channels - keep thinking "game machine" - which they did by selling peripherals and software that they bought the rights to from other vendors. Principal among these was the Joyboard, a sort of joystick that you stand on, and you sway and wiggle your hips to control the switches under the base. They had a ski game of course, and some track & field type games that they sold with this Joyboard. But one game the folks at Amiga Inc. thought up themselves was the Zen Meditation game, where you sat on the Joyboard and tried to remain perfectly motionless.

This was perfect relaxation from product development, as well as from the ski game. And in fact, this is where the term Guru Meditation comes from; the only way to keep sane when your machine crashes all the time is the ol' Joyboard. The execs tried to get them to take out the Guru, but the early developers, bless 'em, raised such a hue and cry they had to put it back in right away.

(Note: Recently, Commodore announced that the Term, "Guru Meditation" would not be in AmigaDOS 1.4....)

When RJ interviewed with Amiga Computer (he had been at Williams) in July 1983, the retail price target for the Amiga was \$400. Perfect for a killer game machine. By the time he accepted three weeks later, the target was up to \$600 and rising fast. Partly this was due to the bottom dropping completely out of the game market; the doctors and the execs knew they had to have something more than just another game box to survive. That's when the techies' foresight in designing in everything from disk controllers to keyboard (yes the original Amiga had NO KEYBOARD), ports, and disk drives began to pay off.

The exciting part of the Amiga's development, in a way its adolescence, that magical time of loss of innocence and exposure to the beauties and cruelties of the real world, began as plans were made to introduce it, secretly of course, at the Winter CES on January 4th, 1984.

CES, THE AMIGA'S ADOLESCENCE, AND "BUSINESS IS WAR"

The software was done ten days before the CES, and running fine on the simulators. Unfortunately when the hardware was finally powered up several days later, (surprise) it didn't match its simulations. This hardware, of course, was still not in silicon. The custom chips were in fact large breadboards, placed vertically around a central core and wired together round the edges like a Cray. Each of the three custom 'chips' had one of these towers, each one a mass of wires. According to RJ, the path leading up to the first Amiga breadboard, with its roll-out antistatic flooring, the antistatic walls just wide enough apart for one person to fit through and all the signs saying Ground Thyself, made one think of nothing so much as an altar to some technology god.

After working feverishly right up to the opening minutes of the CES, including most everybody working on Christmas, they had a working Amiga, still in breadboard, at the show in the booth in a special enclosed gray room, so they could give private demos. Unfortunately if you rode up the exhibit-hall escalator and craned your neck, you could see into the room from the top.

The Amiga was, RJ reminisced, the hardest he or most anyone there had ever worked. "We worked with a great passion...my most cherished memory is how much we cared about what we were doing. We had something to prove...a real love for it. We created our own sense of family out there." RJ and Dale Luck were known as the "dancing fools" around the office because they'd play really loud music and dance around during compiles to stay awake.

After the first successful night of the CES, all the marketing guys got dollar signs in their eyes because the Amiga made SUCH a splash even though they were trying to keep it "secret." And so, they took out all the technical staff for Italian food, everyone got drunk and then they wandered back to the exhibit hall to work some more on demos, quick bug fixes, features that didn't work, and so on. At CES everyone worked about 20 hours a day, when they weren't eating or sleeping.

Late that night, in their drunken stupor, Dale and RJ put the finishing touches on what would become the canonical Amiga demo, Boing.

At last! ...The true story is told.

THE COMMODORE YEARS: AMIGA FUTURES, AND BUSINESS AS USUAL

After the CES, Amiga Inc. was very nearly broke and heavily in debt. It had cost quite a bit more than the original \$7 million to bring the Amiga even that far, and lots more time and money were needed to bring it to the market. Unfortunately the doctors wanted out, and wouldn't invest any more. So outside funding was needed, and quick.

The VP of Finance balanced things for a little while, and even though they were \$11 million in the hole they managed to pay off the longest standing debts and keep one step ahead of Chapter 11. After much scrounging, they got enough money to take them to the June CES; for that

they had REAL WORKING SILICON. People kept peeking under the skirts of the booth tables asking "Where's the REAL computer generating these displays?"

Now money started flowing and interest was really being generated in the media. And like most small companies, as soon as the money came in the door it was spent. More people were added - hardware folks to optimize and cost-reduce the design; software people to finish the OS. Even the sudden influx of cash was only enough to keep them out of bankruptcy, though; they were still broke and getting broker all the time.

How much WOULD have been enough? RJ said that if he were starting over, he'd need about \$49 million to take the machine from design idea to market. Of course Amiga Inc. had nowhere near that much, and they were feeling the crunch. Everybody tightened their belts and persevered somehow. They actually were at one point so broke they couldn't meet their payroll; Dave Morse, the VP of Sales, took out a second mortgage on his house to help cover it, but it still wasn't enough.

They knew they were going under, and unless they could find someone quick to buy them out they were going to be looking for jobs very shortly. They talked to Sony, to Apple, to Phillips and HP, Silicon Graphics (who just wanted the chips) and even Sears. Finally...they called Atari. (Boo! Hiss! [literally - the audience hissed at Jack Tramiel's name!]) Trying to be discreet, RJ's only personal comment on Jack Tramiel was (and it took him a while to formulate this sentence) "an interesting product of the capitalist system." Ahem.

Apparently Tramiel has been quoted as saying "Business is War." Tramiel had recently left Commodore in a huff and bought Atari "undercover" so that by the time he left C= he was already CEO of Atari. Realizing that Commodore was coming out with their own hot game machine, Tramiel figured he'd revenge himself on them for dumping him by buying Amiga Inc. and driving C= down the tubes with "his" superior product. So Atari gave them half a million just for negotiating for a month; that money was gone in a day.

Of course Tramiel saw that Amiga Inc. wasn't in a very good bargaining position; basically unless they were bought they were on the street. So he offered them 98 cents a share; Dave Morse held out for \$2.00. But instead of bargaining in good faith, every time Morse and Amiga tried to meet them halfway their bid went down!

Amiga Inc.: "Okay, \$1.50 a share."

Jack Tramiel: "No, we think we'll give you 80 cents."

Amiga Inc.: "How about \$1.25?"

Jack Tramiel: "70 cents."

And so on...

Even Dave Morse, the staunchest believer in the concept that was the Amiga, the guiding light who made everyone's hair stand on end when he walked into the room, was getting depressed. Gloom set in. Things looked grim.

Then, just three days before the month deadline was up, Commodore called. Two days later they bought Amiga Inc. for \$4.25 a share. They offered them \$4.00, but Dave Morse TURNED THEM DOWN saying it wasn't acceptable to his employees; he was on the verge of walking out when they offered \$4.25. He signed right then and there.

Commodore gave them \$27 million for development; they'd never seen that much money in one place before. They went right out and bought a Sun workstation for every software person, with Ethernet and disk servers and everything. The excitement was back.

Commodore did many good things for the Amiga; not only did they cost-reduce it without losing much functionality, they had this concept of it as a business machine; this was a very different attitude from what Amiga Inc. had been working with. Because of that philosophy, they improved the keyboard [ha! - garyo] and made lots of other little improvements that RJ didn't elaborate on.

What could Commodore have given them that they didn't? The one thing RJ wanted most from them was an extra 18 months of development time. Unfortunately Commodore wasn't exactly rich right then either, so they had to bring out the product ASAP [and when is it ever any different?] Also, he said, they could have MARKETED it. (applause!). If he'd had that extra 18 months, he could have made Intuition a device rather than a separate kind of thing; he could have released it much more bug-free.

The Future

RJ's advice for A1000 owners: "Keep what you've got. It's not worth it to trade up. The A1000 is really a better machine." This may be sour grapes on RJ's part, since the Amiga 2000 was designed in Braunschweig, West Germany, and the version of the A2000 being worked on in Los Gatos was rejected in favor of the Braunschweig-Commodore version. However the A1000 compares to the A2000, though, the Los Gatos 2000 would have certainly been better than either machine. C= management vetoed it because Braunschweig promised a faster design turnaround (and, to their credit, were much faster in execution than the Los Gatos group would have been) and more cost-reduction, which was their specialty. Los Gatos, on the other hand, wanted a dream machine with vastly expanded capabilities in every facet of the machine. The cruel financial facts forced C= to go with the Business Computer Group, who did the Sidecar in Braunschweig as well, and quickly and cheaply.

So they fired more than half the staff at the original Los Gatos facility, one by one. That trauma was to some extent played out on the net; no doubt many of you remember it as a very difficult and emotional time. There are now only six people left in Los Gatos, and their lease expired in March, so thus expires the original Amiga group.

And..that's how RJ ended his talk; the rise and fall of Amiga Computer Inc. The future of the Amiga is now in the hands of Westchester and Braunschweig, and who knows what direction it will take?

Q & A Session: Boston Computer Society and RJ Mical

I'll just make this part a list of technical questions and answers, since that was the format at the talk anyway. This part is part technical inquiries and part total rumor mill; caveat emptor.

Questions are from the audience, Answers are =RJ=.

Q: Can you do double buffering with Intuition?

A: Pop answer: No. Thought-out: well, yes, but it's not easy. Use MenuVerify and don't change the display while menus are up. It's pretty hairy.

Q: How big is intuition (source code)?

A: The listings (commented) are about a foot thick, 60 lpp, 1 inch margins.

Q: Where did MetaComCo come into the Amiga story?

A: MCC's AmigaDOS was a backup plan; the original Los Gatos-written AmigaDOS was done with some co-developers who dropped out due to contract and money hassles when C= bought Amiga. Then MCC had to crank EXTREMELY hard to get their BCPL DOS into the system at the last possible minute.

Q: Why no MMU (support in the Amiga's Operating System)?

A: Several reasons. Obviously, cost was a factor. MMUs available at the time the Amiga was designed also consumed system time [this is what he said- I'm just the scribe]; although newer MMUs solve this problem they were too late for the Amiga.

Second, the original goal of the Amiga was to be a killer game machine with easy low-level access, and an MMU didn't seem necessary for a game machine.

Third [get this!] with an MMU, message-passing becomes MUCH hairier and slower, since in the Amiga messages are passed by just passing a pointer to someone else's memory. With protection, either public memory would need to be done and system calls issued to allocate it, etc., or the entire message would have to be passed. Yecch. So the lack of MMU actually speeds up the basic operation of the Amiga several fold.

Q: Why no resource tracking?

A: The original AmigaDOS/Exec had resource tracking; it's a shame it died.

Q: How is your game coming? [??]

A: It's just now becoming a front-burner project. It's number crunch intensive; hopefully it will even take over the PC part of the 2000 for extra crunch. It's half action, half strategy; the 'creation' part is done, only the playing part needs to be written. Next question. :-)

Q: Will there ever be an advanced version of the chip set?

A: Well, Jay Miner isn't working on anything right now... [RUMOR ALERT]

The chip folks left in Los Gatos who are losing their lease in March were at one time thinking about 1k square 2meg chip space 128-color graphics, although still with 4 bit color DACs though...and even stuff like a blitter per plane (!!)

They were supposed to be done now, in the original plans; the chip designers will be gone in March, but the design may (?) continue in West Chester. Maybe they'll be here two years from now.

Q: What will happen to the unused Los Gatos A2000 design?

A: ??????

(Note: Reportedly, this design eventually became the Amiga 3000's Enhanced Chip Set.)

Q: Should I upgrade from my 1000 to a 2000?

A: Probably not. The 2000 isn't enough better to justify the cost. Unless you need the PC compatibility, RJ advocated staying with the 1000. After all the 2000 doesn't have the nifty garage for the keyboard...:-) The A1000 keyboard is better built; you can have Kickstart on disk; it's smaller and a LOT quieter, [maybe not than the old internal drives!!!] and uses less power; the 2000 has no composite video out, plus the RGB quality is a tad worse. Composite video (PAL or NTSC) is an extra-cost option with the 2000.

Q: Have you ever seen a working Amiga-Live!?

A: Yes, I've seen it taking 32-color images at 16fps, and HAM pictures at something like half that. [!!!] It's all done and working. I don't know why it's not out. It sure beats Digiview at 8 seconds per image!

Q: What do you use for Amiga development tools?

A: DPaint and Infominder, Aztec C, Andy Finkel's Microemacs.

Q: What's the future of the A1000?

A: They aren't making any right now; they're just shipping from stock. But they do claim that they intend to continue making them.

Note: Shortly after RJ Mical's talk, news surfaced that Commodore had decided to not make anymore Amiga 1000s, but to make a unified front with the Amiga 2000....)

Q: Who is the competition for Amiga right now?

A: The new Macs are so expensive, they're not a threat to the 2000, much less the 1000. Atari's new stuff "doesn't impress me." [that's all he said.]

Q: Why are the pixels 10% higher than wide?

A: The hardware came out that way, and it would have been a pain to do it any other way due to sync-rate-multiple timing constraints.

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SPECIAL NOTICE

On Tuesday, May 21st, the ST Advantage will host the

first ST Online Panel Discussion ever.

The topic will be 'Atari - Here today, gone tomorrow?'

The following ST developers have committed:

John Eidsvoog - CodeHead Software

DA Brumleve - DA Brumleve Software

Tom Harker - ICD, Inc.

The following ST developers have expressed interest:

Charles F. Johnson - CodeHead Software

Nathan Potechin - ISD Marketing

Jim Allen - Fast Technologies

Additional ST developers are being invited.

The Online Panel Discussion will begin at 10 p.m.

(Eastern Time)

> CPU STATUS REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

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Issue #19

Compiled by: Lloyd E. Pulley, Sr.

- Merlin, Oregon

LOCAL AREA NETWORKING FOR THE ST

A&D Software has announced The Universal Network for the Atari ST. The the networking system, which costs \$89.95 per node, takes place in the background, thus freeing the user to run normal ST tasks in the foreground. Any number of ST stations can be linked using The Universal Network which runs on any Atari ST, although 1-meg of RAM is recommended so as to let all software to run effectively within the network environment.

- Long Beach, California

NEW LASER PRINTER UTILITY FOR THE ST

Software Development Systems (SDS) has released the Deskjet Utilities Pak for the Atari ST. The \$34.50 package allows ST users to set up the fonts, character sets, and printer attribute configurations on the HP Laserjet (and compatible) laser printers. Deskjet Utilities Pak only uses 9k of RAM and can be set up to work with the ST's new extensible control panel.

Deskjet Utilities Pal allows Degas Elite, Macpaint and Gem .IMG (ST proprietary format) files to be printed on the laser printer in all their glory. Also, because the package can be loaded alongside existing Atari ST word processing software, it can be set so as not to permit other software to reset the laser printer's configurations.

- Washington, D.C.

IBM AND ASYMETRIX CHALLENGED BY ZOOMRACKS INVENTOR

Paul Heckel, inventor of Zoomracks, and who defeated Apple in a legal challenge over Hypercard, is now challenging both IBM and Asymetrix over the alleged use of his patented software in a product called Toolbook, which is produced by Asymetrix and bundled with some PS/2 computers.

Mr. Heckel is the president of Quickview Systems, which he founded in 1982 to market Zoomracks and received patent protection in 1984.

- Milpitas, California

QUANTUM PROFITS ALMOST DOUBLE

Quantum, an independent manufacturer of mass storage systems used in a variety of computers including desktop workstations, personal computers, notebook and laptop computers, reported a 97% increase in sales for the fiscal year ending March 31, 1991, resulting in \$877.7 million in sales and a net income of \$73.9 million for the year. Much of the increase was attributed to Apple's inclusion of the 1-inch high, 3.5-inch 40MB and 80MB drives in the new Apple Classic and LC computers.

- Norcross, Georgia

HAYES CUTS 9600 BAUD MODEM PRICES

Responding to growing competition in the 9,600 bit/second modem arena, Hayes cut prices about \$200 on its V-Series and Ultra 9,600 modems. The V-Series dropped to \$799 and the Ultra to \$999. The price cuts are in line with those of Hayes' major competitors, including US Robotics.

- Redmond, Washington

MICROSOFT EXPANDS WINDOWS SUPPORT

Users wishing to turn themselves into Windows gurus can now purchase the 200-page Windows Resource Kit from Microsoft for \$14.50 (plus \$5.50 shipping and handling.)

The kit includes a collection of supplemental and technical material that has been produced since the release of Windows 3.0. The kit also includes several software packages, including the hDC Memory Viewer, two utilities for creating or copying icons, and a screen saver utility.

- Washington, D.C.

ARE DESKTOP COMPUTERS DEAD?

According to a recent survey taken of nearly 1,000 people at the Lap & Palmtop '91 show in New York, the vast majority indicated that their companies would buy notebook or laptop computers as a substitute for desktop computers. Only 22% replied that their companies would not choose the battery-operated systems over desktop PCs.

Dataquest, a Silicon Valley-based research firm, has predicted a 20-30% increase in laptop and notebook sales over the next three years, while desktop sales will drop from the present 89% of the market to slightly above half.

- Austin, Texas

NEW 486'S FROM DELL COMPUTER CORP.

Dell Computer Corporation has shown two new systems based on Intel's newly released stripped-down 20 mhz 486SX and souped up 50 mhz 486DX chipsets. Both models use the 32-bit EISA bus, and use a BIOS that can be upgraded by software instead of by changing chips.

- Washington, D.C.

PRESIDENT LEARNING ABOUT COMPUTERS

President Bush is striving to show his concern for continuing education and the White House's appreciation of the need for computer literacy, by learning to use a recently installed IBM PS/2. The president is learning to turn the computer on and off and exploring the ins and outs of how to write memos in WordPerfect 5.0.

First Lady Barbara Bush is said to be partially responsible for convincing the chief executive to learn something about computers - Mrs. Bush already carries a computer with her on trips.

- San Francisco, California

BORLAND WORKING ON DBASE-LIKE
MS-WINDOWS PROGRAM

According to Borland International's President and founder Philippe Kahn, Borland will produce a Windows-based database front end that is compatible with the dBASE language from both a 'dialect' and data access standpoint within the next 12 months. The software technology will use Borland's existing Paradox database engine as its 'back-end' and will handle both existing dBASE-language applications as well as dBASE data files.

- Manhasset, New York

RESELLERS SKEPTICAL ABOUT IBM AND
COMPAQ PRICE CUTS

Attempting to be more competitive with clone manufacturers, Compaq and IBM have recently lowered prices on their 386SX systems. Compaq lowered dealer prices on a 386SX system with a 40-meg hard drive to \$1,399 and IBM brought its Model 55SX with its 386SX microprocessor and 30-meg hard disk to \$1,797.

Even though these are big price drops, dealers are still not happy since their costs on the systems are still above the list prices of comparable computers from respected clone manufacturers such as Dell and Zeos International.

IBM and Compaq have always been viewed as a good buy because of their reliability and support, a major survey of users published in the Sept. 25, 1990 PC Magazine showed that, while both companies enjoy a solid reputation, some clone makers rated higher in reliability and service.

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-CLIP-

> STR Portfolio News & Information Keeping up to date...
=====

THE ATARI PORTFOLIO FORUM
=====

by Walter Daniel 75066,164

The big news this week was David Stewart's program 60COLS.EXE. This program is a demo of software he is developing that reduces the size of each character in order to have a 60 column by 10 row screen. The library filename is 60BY10.ZIP; it includes the program, documentation, and a character data file. The demo allows you to type upper- and lower-case characters on the screen. I tried it and found the display readable, but then I still have young eyes. David reports that he is working on a word processor and a Terminate and Stay Resident (TSR) utility that will allow other programs to use the 60 by 10 display.

Keith Comer tried 60COLS and decided he could improve it. His upload, CDATA.DAT is a new font file for 60COLS that must be renamed CHARDATA.DAT to replace the original one. I found the display more legible with Keith's fonts.

David Stewart also uploaded 40COLS.ZIP, a program that will format text files for the Portfolio 40 column screen. (Is this guy busy or what?) He's also working on a file viewer that uses the 60 by 10 screen code. You may recall that David also uploaded a program named 80COLS a while back that allowed flipping the display between columns 1-40 and 41-80.

A complete list of the files in the libraries of the Atari Portfolio Forum was uploaded this week (see PFCISL.ZIP). The file unzips to 128k, so don't even try to do so on your Portfolio.

The ever-prolific BJ Gleason uploaded a short program that will display the number of days since you installed the batteries (see BM.ZIP). I've always kept a slip of paper inside the battery compartment with the date of battery installation written on it, but the advantage of BJ's program is that you can tell your Portfolio to remind you every time you boot. The program is a regular EXE file, but it can be called by your AUTOEXEC.BAT file.

> STE Memory UG STR FOCUS Using SIMMS successfully
=====

UPGRADING THE MEMORY IN YOUR STE/MEGASTE
=====

by Lloyd E. Pulley, Sr.

It seems some of the most asked questions by STe/MegaSTe owners is how

to upgrade their memory, what type of SIMMS to use, where to get them, and what is the best price. In this article I'll attempt to answer some of these questions using information compiled from one of the major on-line networks.

Computer Shopper has ads for some of the lowest SIMMS prices around. Pick up one and browse through it and you'll find 100's of places that have SIMMS on sale at 100's of different prices. One place that keeps getting mentioned for having the lowest prices on SIMMS is The Chip Merchant. Their prices fluctuate almost daily, so call to double-check before ordering, don't trust that the prices in a magazine are still current.

(NOTE: I recently read of someone having a bad experience with The Chip Merchant, but most people, myself included, have not had any problems with them.)

Since December, SIMMS prices have been rising, so expect to pay somewhere in the \$43-\$50 range (per chip - you will need 4 chips to go to 4-megs). That means you will pay somewhere between \$170-\$200 to upgrade to a full 4-megs.

Now onto the hardware stuff...

FIRST - Remember, upgrading your memory will void your warranty, so it is always best to wait until after your warranty expires. Always unplug your system before working on it and ALWAYS make sure you don't touch the power supply (it can still 'bite' even if the system is unplugged). Also, make sure that you are properly grounded so that no stray static electricity can inadvertently kill some part.

SECOND - Some basic information about SIMMS (remember, you want to buy SIMMS, not SIPS). SIMMS are eight chips that come on a little card and are approximately 1" high x 3" to 4" long.

There are two basic types of SIMMS available that will work in the STe/MegaSTe, the 8x1mb (megabit) Macintosh type and the 9x1mb IBM type. The 8x1mb usually is a little cheaper but the 9x1mb will work in an IBM (if you would ever anticipate that need). But make sure they are either 8x1mb or 9x1mb SIMMS and not 8x4x256k or something else.

SIMMS come in both low- and high-profile models. Again, it doesn't matter which one you get as both will work just fine in the STe/MegaSTe. Also, since the STe/MegaSTe will handle any SIMMS faster than 150ns, and since no-one sells SIMMS slower than that, it doesn't matter what speed you buy.

THIRD - Removing the old SIMMS (on a STe, I assume the MegaSTe will be similar). Open the case (this will void your warranty), with the keyboard facing you. You will see two metal RF shielding covers, a large one that covers the main mother-board and a smaller one (towards the rear) that covers the SIMMS. The smaller one is the only one you will need to remove.

Once you have taken off the smaller metal shield, you will see four 256k SIMMS in four slots. Make a note of which direction they are facing. They are easy to remove but you will need to exercise some caution while removing them. There is a little plastic clip on each side of each SIMMS which locks them in place. Just move the clip to the side, which unlocks it. (NOTE: This clip is easy to break off if you are not careful! I know

of a local Atari tech who found this out the hard way on his personal STe and now has rubber bands holding his SIMMS in place.) Gently 'rock' the SIMMS toward you, and they should pull out easily. (NOTE: Don't use force, they are easy to pull out once the tabs/clip is unlocked.)

FOUR - Installation (for a STe but the MegaSTe should be similar). Just do the reverse of the above procedure. Just snap the 1meg SIMMS in place, making sure they face the same direction as the originals did and re-lock the plastic tabs/clips.

If you are upgrading to 4-megs, just put one of the new SIMMS into each socket, lock them back in and go to procedure number FIVE. If you are just upgrading to 2-megs, install one SIMMS in the first socket and the other in the third socket (the first socket is the one at the rear, furthest away from the keyboard).

One thing that you need to know if you're only upgrading to 2-megs, you can't use your old 256k SIMMS in the other banks (i.e., slots) to get 2.5-megs of memory. The STe/MegaSTe's hardware just won't allow it. There is some software floating around that supposedly will allow you to access the extra .5 megs of memory, but it has had 'mixed reviews' and many people report problems when they use it.

FIVE - You are almost through! Now just re-install the metal RF shield and put your case back together and you're all done.

Before doing this you might want to power up your system and make sure all of your connections are tight. If you only upgraded to 2-megs and find that you don't get video when you power-up, you probably installed the two SIMMS in the wrong sockets. Unplug the system again, remove the two SIMMS and put both of them in the opposite sockets.

The actual removal and installation is much simpler than what it seems to be in this article. It will probably only take you 10-15 minutes to do the whole upgrade.

Credits To:

J.Douglas
Ron Grant - GXR Systems
Johnathan Budil - Fiction Collective Two
Brien King
Cory Chapman

:HOW TO GET YOUR OWN GENIE ACCOUNT:

To sign up for GENie service: Call: (with modem) 800-638-8369.

Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

**** SIGN UP FEE WAIVED ****

The system will now prompt you for your information.

-> NOW! GENIE STAR SERVICE IS IN EFFECT!! <-

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> The Flip Side STR Feature ".... A different viewpoint"
=====

A LITTLE OF THIS, A LITTLE OF THAT
=====

by Michael Lee

There have been some interesting discussions on the various major on-line services recently. These discussions cover a wide variety of subjects and sometimes get quite lengthy. Starting this week, I'm going to attempt to 'digest' and compile some of the ones that I found the most interesting (this weeks is about laser printers from the SoftLogik RoundTable on Genie). Keep in mind when you read these 'digested' topics, that many covered 10-30 different posts from 2-10 different people. Not being a professional writer, I only hope that I can keep the original 'flavor' intact.

Also, I've re-started including some posts from the ST RoundTable on Genie. But due to their new rules and the normal limitations this column is subject to, I will be forced to do more paraphrasing and thus, I will not be able to give the original poster proper credit. (If I give him credit, then I'm quoting from him - a Catch-22 situation.)

About the new DC Shower, from AGASSI on Delphi...

...my DC Shower arrived yesterday and I had a chance to try it out today. I've got to say that the folks at Double Click always seem to develop the absolutely most innovative utilities that seem to be EXACTLY something that I can use. DC Shower is definitely no exception! It will view 17 different picture types, [it has]...an excellent text file viewer (including a hex mode), as well as extracts ARC, LZH, ZIP and ZOO files faster than anything else on the

market (except for DCopy, which is only a few seconds faster per megabyte...).

...[viewing] text files is very quick...since all of the modules are memory resident, yet [the modules] take up very little memory. Also, since each portion is a module, Double Click is promoting the addition of more "modules" to the system, suggesting that even a full fledged text editor could replace the current text viewer...Hot stuff!

Some misc. comments by STACE - Mark Booth - (RT Sysop) from the Gadgets RoundTable on Genie...

I've had a couple of other folks that had some printing problems right after they installed System 6.0.5. In these cases, however, they weren't able to get ANY output at all. In both cases, going back and re-installing the System software again (6.0.5) fixed their problems. I think I will stick with 6.0.4 for a while.

About problems with Touch Up saved Macpaint files from STACE - Mark Booth - (RT Sysop)...

From what I have read, apparently Touch-Up saves MacPaint files in a slightly incompatible format. In other words, it doesn't save in a "true" Mac format. I believe everyone has been saving files out of Touch-Up as .PI3 Degas pics and then converting them to MacPaint format using PI32MAC.PRG (available in the ST RT libraries).

About new GFA support, from John Barger (GFA-Software) on CIS...

...I'm now running the software support section of GFA-Software Technologies Inc. (a US subsidiary of the German company GFA-Systemtechnik). We produce, among other things, a product called GFA-BASIC. It combines the intuitive syntax of BASIC with the structured programming of PASCAL and C, while possessing a speed of execution similar to C or ASSEMBLER. C and ASSEMBLER code can be bound in to GFA-BASIC programs as well. GFA-BASIC is extremely portable. Code written with one version of GFA-BASIC can be ported, with little or no modification, to any of over nine versions (including: ATARI ST and TT, AMIGA, MS-DOS, WINDOWS 3.0, OS/2 and UNIX)...If you have ANY questions write or call:

John Barger
GFA-Software Technologies Inc.
27 Congress St.
Salem, MA 01970
Tel: (508) 744-0201
FAX: (508) 744-8041

...Right now ALL ATARI users can buy the MS-DOS version of GFA-BASIC for 50% off. Give us a call for more info.

Question from Gary Gray (Megabyte Plus) on CIS...

I am interested in the availability of GFA TT. I am a dealer at this point my primary distributor is Pacific Software. Will I need to wait till they have GFA TT in stock, or can I order direct from the above address.

Answer from John Barger (GFA Software) on CIS...

At the moment the ONLY way to get ANY GFA-Product is from us direct. We are still wondering whether or not to go through secondary distributors. (That...does not include anything that they bought BEFORE we stopped using ANTIC as the US distributor.)

AS for the TT version (3.6) I'm not sure how we are going to work that. (IE: Upgrade, separate product, or something else.) Give me a call Friday next week (MAY 3rd) and I should have an answer.

Paraphrased and compiled posts from the ST RoundTable on Genie about the Quantum LPS105S...

The Quantum LPS105S, 105-meg hard drive that has been discussed recently on Genie and in ST Report (issue 716) is a bare drive that still requires a host adaptor, case, power supply, cables, etc. You cannot just buy one and plug it into the back of your computer. ICD sells a hard drive kit that has all of the needed items included in it.

Since the Quantum LPS105S is so fast, quiet, small, inexpensive and has such a low-power demand, it makes an excellent internal hard drive for the MegaST and is recommended by ICD. ICD also sells an internal hard drive installation kit for the MegaST.

One thing you should know, if you put an internal hard drive inside the MegaST, you will not be able to use the Atari laser printer.

Which Postscript Laser printer to buy? Here's some questions and answers from the Soft Logik RT on Genie (Note: many of the replies were compiled from 2-4 posts)...

Question from M.Buckhold...

...I'm wanting to buy a postscript laser, but can't decide which one. I am a freelance typesetter and designer, working with Pagestream on a Mega ST4, with ultrascript and SLM804. I need to upgrade to a good Postscript Laser that does well with small type. I'm currently looking at:

- * QMS PS-410
- * NEC Silentwriter2 L-90 (great price at only \$1595.00)
- * HP III with Adobe ps cartridge or Pacific Page cartridge

Answer from Mike Angier...

I use the NEC Silentwriter II Model 90 and have nothing but praise for this machine. Compared to the Cannon-based machines (HP et al), the NEC has some of the best quality blacks that I have seen. The NEC is 6 ppm and can be connected either serial, parallel or LocalTalk.

The toner/photodrum unit is more expensive than the HP equivalent, but per page it is very close...The NEC toner drum unit (one piece) sells for about \$170 but is rated at 8000 pages and 5% coverage (be careful with IBM, they rate their carts at 2.8% coverage)..

Compared to the HP's, the NEC uses true Adobe Postscript v52.2 with a 16.7 MHz 68000 cpu...much faster than emulator cart's. The only problem that I've had with the NEC is that some large type-3 files do not print on legal size paper with only 2 meg. Upgrade memory on the NEC to 4 megs lists for \$499 and sells for about \$350. This problem

only occurs with 8 or 9 of my 120 or so fonts.

Answer from FRED.M...

...I think the HP-III would be a good choice with its "Resolution Enhancement" to provide 600 dpi looking output (though it's still 300 dpi). From what I've heard, if you go the cartridge route get the ADOBE Postscript cartridge for best compatibility plus its faster.

Answer from David B...

I agree with Fred in regard to the ADOBE PS cart. My school, due to budgeting and the mix of computers we have, selected the Pacific cart and while it isn't at all bad, there have been a few times I've had to either take a file to a friend's house or redo a drawing due to a very fancy fill or mask.

From John & Dee Dee Martin...

Good luck with your decision on buying a laser printer. I know what Dee Dee and I went thru when we "bite the bullet". You want to make sure you make the right choice.

After looking at quite a few sample printouts and comparing all the cost factors, we kept going back to the HP III with the Adobe (NOT an emulator) cartridge. 2 extra megs of RAM (it comes with 1) and we felt like we configured it about as best we could...One nice feature of the HP III is that the toner/drum assembly is one unit. You replace both at the same time for approx. \$60-75 mail order.

Do yourself a favor and get a sample printout of the same page before you make a decision. The appearance of 400-600 dpi from the HP III made the particular sample(s) we looked at, stand out like a sore thumb.

Answer from Mike Loader...

The QMS 410 has a couple of advantages:

First, auto HP/PS sensing. No buttons to push to switch emulations. It 'tastes' the docs to find out what they are.

Second, it's fast. Real fast. 68020 at 16MHz. If you go the cartridge route, you will be looking at least 3 times longer for printouts.

Third, there's only 1 disposable, and it's clean.

Fourth, it has SER, PAR and AppleTalk built in, and if you are networking, it'll queue incoming docs from different sources. Wow!

Fifth, it has 45 fonts, not 35. Plus 2 font slots.

Sixth, it has 2MB expandable to 6.

Seventh, it's designed to take a PostScript level 2 upgrade board, which few of the other available printers advertised as capable of.

And lastly, eighth, it's a great little printer!

(But don't expect to print legal to it from PageStream without a legal cartridge yet!)

Paraphrased from a post from the ST RoundTable on Genie about the where to find the cheapest price for 1040STe...

Joppa (1-800-876-6040), Toad Computers (1-800-448-TOAD) and Zepher/STPlus (1-800-759-1110) are three places that have some of the lowest prices around for the 1040 STe's. Their prices are usually in the \$385-\$399 range, but could fall lower. If you want a STe and don't need a local dealers support (or don't have a local dealer), you might check these two places out.

Question from John Fournier about TT/GCR problems on the Gadgets Round-Table on Genie..

How many other TT030 owners out there have not been able to get GCR to work? Mine freezes up after pressing [RETURN] to go into Mac mode. It lights the floppy lights on both drives, sends something to the modem, and freezes. [It] also seems to relocate the screen for an instant. Anyone else have this problem....

Answer from STACE - Mark Booth - from the Gadgets RoundTable on Genie...

My local dealer has been unable to make Spectre GCR work on his TT as well. A Spectre 128, however, is reported to work fine. I suggested he try disconnecting the floppy cable on the GCR, just to see if that made a difference. I have not talked to him since to see what results he had.

Apparently, some TT's are more incompatible with Spectre GCR than others. I have personally used a TT that worked just fine with Spectre GCR. Unfortunately, your report of problems is not the first report. One fellow in Canada had to exchange his way through 3 TT's to find one that worked with Spectre GCR. In his case, Spectre 128 worked just fine as well.

I don't know what steps (if any) Gadgets is taking to try to solve this mystery. I honestly don't think the "blame" is in the lap of Gadgets. It seems pretty obvious that something about the design in the TT is causing the problem. The very same GCR that wouldn't work with my dealer's TT worked just fine on two different ST's. Since some TT's work fine and others don't, my best guess would be something along the lines of weak bus drivers or similar. Perhaps the TT, by its very design, just can't handle as much "load" on the cartridge port as the ST???

Some comments about 'Just Another War In Space' from John Thornburgh on the ST RoundTable (Cat. 9, Topic 6, Message 17) on Genie...

I decided to try this game out. I really wouldn't say it's too complicated; getting the basic controls down wasn't that hard. The tutorial is no problem.

But the game is definitely hard. After the tutorial, I tried scenario #2. At the default difficulty (750), I got blown away! So I turned it down to 100, and managed to win. Then I tried 300. The problem there is the enemy disappears (goes into hyperspace) when I start to do well, so I've never won, though I don't lose either. This is a bit frustrating.

All in all, looks to be an interesting game. I do wish some of the controls were a little better. I'd like the ability to program a

course, not just a heading and thrust setting, for example.

Until next week.....

> PRODIGY - FOR REAL? STR Spotlight Problems in La-La Land
=====

MORE OF A PRODIGY THAN WE THINK?
=====

By Linda Houser Rohbough

The Los Angeles County D.A.'s Office made known that it is considering additional charges against Prodigy, a computer information service operated by Sears Roebuck & Co and IBM. The D.A.'s office said its investigation into Prodigy to include possible criminal and civil violations involving alleged unfair business practices and unauthorized access to computers and computer data. They said a file called STAGE. DAT created by Prodigy software to facilitate processing is the file in question and the reason for the expanded investigation.

The L. A. County District Attorney is formally investigating PRODIGY for deceptive trade practices. Computer users nationwide, are free to announce the fact of the investigation. Anyone can file a complaint. From anywhere.

The address is:

District Attorney's Office
Department of Consumer Protection
Attn: RICH GOLDSTEIN, Investigator Hall of Records
Room 540320 West Temple Street
Los Angeles, CA 90012

Please, Goldstein doesn't want phone calls, he wants simple written statements and copies (no originals) of any relevant documents attached. He will call the individuals as needed, he doesn't want his phone ringing off the hook, but you may call him if it is urgent at 1-213-974-3981. PLEASE READ THIS SECTION EXTRA CAREFULLY. YOU NEED NOT BE IN CALIFORNIA TO FILE!! THE COUNTY IS REPRESENTING THE STATE OF CALIFORNIA. This ISN'T limited to L. A. County and complaints are welcome from ANYWHERE in the Country or the world. The idea is investigation of specific Code Sections and if a Nationwide Pattern is shown, all the better.

The stigma that haunts child prodigies is that they are difficult to get along with, mischievous and occasionally, just flat dangerous, using innocence to trick us. I wonder if that label fits Prodigy, Sears and IBM's telecommunications network?

Those of you who read my December article know that I was tipped off at COMDEX to look at a Prodigy file, created when Prodigy is loaded STAGE.DAT. I was told I would find in that file personal information from my hard disk unrelated to Prodigy. As you know, I did find copies of the source code to our product FastTrack, in STAGE.DAT. The fact that they were there at all gave me the same feeling of violation as the last time my home was broken into by burglars.

I invite you to look at your own STAGE.DAT file, if you're a Prodigy user, and see if you found anything suspect. Since then I have had numerous calls with reports of similar finds, everything from private patient medical information to classified government information.

The danger is Prodigy is uploading STAGE.DAT and taking a look at your private business. Why? My guess is marketing research, which is expensive through legitimate channels, and unwelcomed by you and I. The question now is: Is it on purpose, or a mistake? One caller theorizes that it is a bug. He looked at STAGE.DAT with a piece of software he wrote to look at the physical location of data on the hardisk, and found that his STAGE.DAT file allocated 950,272 bytes of disk space for storage.

Prodigy stored information about the sections viewed frequently and the data needed to draw those screens in STAGE.DAT. Service would be faster with information stored on the PC rather than the same information being downloaded from Prodigy each time.

That's a viable theory because ASCII evidence of those screens shots can be found in STAGE.DAT, along with AUTOEXEC.BAT and path information. I am led to believe that the path and system configuration (in RAM) are diddled with and then restored to previous settings upon exit. So the theory goes, in allocating that disk space, Prodigy accidentally includes data left after an erasure (As you know, DOS does not wipe clean the space that deleted files took on the hard disk, but merely marked the space as vacant in the File Allocation Table.)

There are a couple of problems with this theory. One is that it assumes that the space was all allocated at once, meaning all 950,272 bytes were absorbed at one time. That simply isn't true. My STAGE.DAT was 250,000+ bytes after the first time I used Prodigy. The second assumption is that Prodigy didn't want the personal information; it was getting it accidentally in uploading and downloading to and from STAGE.DAT. The E-mail controversy with Prodigy throws doubt upon that. The E-mail controversy started because people were finding mail they sent with comments about Prodigy or the E-mail, especially negative ones, never arrive. Now Prodigy is saying they don't actually read the mail, they just have the computer scan it for key terms, and delete those messages because they are responsible for what happens on Prodigy.

I received a call from another user group who read our newsletter and is very involved in telecommunications. He installed and ran Prodigy on a freshly formatted 3.5 inch 1.44 meg disk. Sure enough, upon checking STAGE.DAT he discovered personal data from his hard disk that could not have been left there after an erasure. He had a very difficult time trying to get someone at Prodigy to talk to about this.

There's a file called 'fraudigy.Zip' that I suggest all who use the prodigy service take very seriously. The file describes how the Prodigy service seems to scan your hard drive for personal information, dumps it into a file in the prodigy sub-directory called 'STAGE.DAT' and while you're waiting and waiting for that next menu come up, they're uploading your stuff and looking at it.

Today while in Babbages's, I was talking to a friend when a gentleman walked in, heard our discussion, and piped in that he was a columnist on Prodigy. He said that the info found in 'fraudigy.Zip' was indeed true and that if you read your on-line agreement closely, it says that you sign all rights to your computer and its contents to Prodigy, IBM & Sears when you agree to the service.

I tried the tests suggested in 'fraudigy.Zip' with a virgin 'Prodigy' Kit. I did two installations, one to my often used hard drive partition, and one onto a 1.2Mb floppy. On the floppy version, upon installation (without logging on), I found that the file 'stage.Dat' contained a listing of every .Bat and setup file contained in my 'c:' drive boot directory. Using the hard drive directory of Prodigy that was set up, I proceeded to log on. I logged on, consented to the agreement, and logged off. Remember, this was a virgin setup kit.

After logging off I looked at 'stage.Dat' and 'cache.Dat' found in the Prodigy subdirectory. In those files, I found pointers to personal notes that were buried three sub-directories down on my drive, and at the end of 'stage.Dat' was an exact image copy of my pc-desktop appointments calender. Check it out for yourself.

I had my lawyer check his STAGE.DAT file and he found none other than CONFIDENTIAL CLIENT INFO in it. Needless to say he is no longer a Prodigy user.

Note:

This item was forwarded to STReport as a service to all readers, we hope we got the credits right, if not let us know and we will correct same. STReport felt that due to the sensitive nature of these points of information, it would be best to get this out to the users as soon as possible.

> SEURAT UPDATE STR InfoFile
=====

UPDATES GALORE!

=====

PRESS RELEASE	SKWare One / P.O. Box 277
April 30, 1991	Bunker Hill, IL 62014 USA

=====

THE COLORSCAN PROGRAM TURNS YOUR MiGRAPH HANDSCANNER INTO A
C O L O R S C A N N E R ! !

An AMAZING New Product from SKWare One!
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COLORSCAN is fully STe-4096-Color Capable and contains a powerful multi-featured palette editor so you can customize your colors! Yet, COLORSCAN is simple to use, with a host of convenient features (like self-scrolling windows) and lots of options.

I can't compare the COLORSCAN program to any other program, because the totally NEW COLORSCAN is UNIQUE! There simply is NOTHING ELSE LIKE IT! And, it's as easy as 1 - 2 - 3! Just load your scanned .IMG file, click on the Convert button, and watch as COLORSCAN's fast and powerful algorithms turn black bits into a dazzling color picture that develops right before your eyes! Just save your great picture and you're ready for another... and another!

COLORSCAN produces remarkable results at a surprisingly affordable price! (Have you priced a color scanner lately?) If you own the MiGraph Handscanner, the COLORSCAN program is a MUST BUY!

C O L O R S C A N
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All Upgrades Are Free For Six Months From Date of Purchase!

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MiGraph Handscanner a Product of MiGraph, Inc.
COLORSCAN is a Trademark of SKWare One, Inc.

COLORSCAN will debut at the Windsor-Detroit International Atari Fest, May 4-5. Come see it in action if you want to see if it's as good as I say! (It is!) Or, download the COLRIMG8.LZH from GENie or other major national BBS (requires IMGVIEWR.PRG to view). Having pre-viewed COLORSCAN at a local show last week, what I heard was "You made THAT picture with this program? Uhh, how can I get a copy?" If you have to see it to believe it, then you'll be convinced by seeing COLORSCAN!

ANNOUNCING
S E U R A T V E R S I O N 2 . 2

The BEST BARGAIN in Atari ST Graphics Programs CONTINUES to get BETTER!
SEURAT Version 2.20 adds UNIQUE FEATURES to what was already a GREAT DEAL

Now you can Create and Edit Graphics in virtually EVERY ATARI PICTURE FORMAT: Degas, TINY, NeoChrome, Deluxe Paint .IFF, MacPaint, and GEM IMG files, including the NEW GEM COLOR .IMG files (any size color .IMG, in ST/TT format; SEURAT is the first program to support these Color .IMG files)! Yes, Now SEURAT Loads and Saves Eight Atari Picture Formats!

EIGHT Image Buffers! Instead of having to work on only a single .IMG file in a single image window, with SEURAT you can edit and exchange between up to eight .IMG (and Degas and Tiny and IFF...) files at once!

Whether you are using the full resources of SEURAT to create and edit Mono .IMG's for your Desktop Publishing or giant Color .IMG's, you can use powerful raster tools and work in a familiar Paint Program environment with full-screen access to .IMG's! Enjoy the best of both worlds!

NOW STE-4096-COLOR Capable! SEURAT's Powerful Palette Editor, with video--like color controls which modify whole palettes with a single mouse stroke, now works in BOTH STe AND ST modes. And, if you work on a ST, it will save your pictures with STe-compatible colors!

SEURAT will load lo-rez COLOR pictures directly into the MONO program and convert them to mono .IMG files, and loads mono .IMG and pix into COLOR and converts them into medium-rez Color .IMG! Lo-rez color converted with editable dithers for superbly detailed printing of color images! SEURAT re-scales color pix to correct for monitor aspect ratio, automatically reproducing the true proportion of color images. No more squashed conversions!

PRINT FROM SEURAT! With built-in drivers for HP DeskJet (and LaserJet & all HP-compatibles), and Epson Nine-pin, too! DeskJet driver outputs at 75/150/300 dots-per-inch in BOTH Portrait and Landscape orientation, and it's positionable on the page to the dot! But that's not all...

Complete PRINTIMG.PRG (it's included with SEURAT) for GDOS printing! PRINTIMG.PRG offers the same capabilities as desktop publishing programs like PAGESTREAM and CALAMUS. Images can be scaled to ANY size, from Full page down to "thumbnail-sketch," re-proportioned, stretched or squished to fit, can be placed anywhere on the page you want it, and in either portrait or landscape orientation, all on any printer for which a GDOS driver exists! (GDOS program not supplied.)

With BOTH BEZIER and SPLINE CURVE DRAWING Tools! Lets your ST draw for you, with a virtually infinite variety of natural-looking curved lines.

Quick and easy-to-use, they really speed up your drawing! And SlowMouse, variable-speed mouse makes free-hand drawing easier, too!

FAST Multi-Ratio Zoom (2X to 8X) and BEST ZOOM Interface!

SO MANY FEATURES! System, Degas and GDOS TEXT fonts to scale, style, color and rotate! 11 block functions to shape & twist image blocks; 92 color & mono fill patterns; 42 brushes including user-defined and multi-colored brushes; 4 graphic write modes & 21 block & mask write modes; circle, ellipse & filled disc in free, repeat & concentric modes; round & square-cornered rectangles & solids; rays; airbrush; clear-circle & clear-box; vertical, horizontal & free lines; polylines & polygons in line-edge or spline-curve; area & seed fill; user-set clipping; color remap; mirror; screen shift, flip, invert & rotate; fill editor; brush editor; line editor; gobs of great disk functions like Format and a Super File Directory; and a hundred or so other features & tools that there's no room to mention here... Whew!

INDISPENSIBLE for GEM .IMG graphics for your Desktop Publishing! More graphic tools and operations for creating and editing .IMG files than ANY OTHER PROGRAM (no matter how much it costs)! And NOW COLOR .IMG FILES, TOO! SEURAT Loads and Saves Almost EVERY Atari Picture Format!

DON'T BE MISLED by SEURAT's continued LOW PRICE! VERSION 2.2 is a POWER TOOL that out-performs many of the "big-name" programs!

SEURAT VERSION 2.20
IS ONLY \$39.95!
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(All prices given in US dollars.)

DeskJet DOC Printer Disk Also Available: You can print out a self collating two-sided copy of the 92-Page User's Manual on the Hewlett Packard DeskJet in draft mode with this print package. (You just print the LEFT.-DOC, put the stack of paper back in without re-arranging it, then print the RIGHT.DOC, and end up with a collated copy of the User's Manual printed on front and back sides, with staggered margins, ready for binding.

If you want a copy of this print package, just ask for the "DeskJet DOC Printer Disk" and include an additional \$3.00 (\$4.00 overseas air mail).

UPGRADE POLICY: All Upgrades Are Free For Six Months From Date of Purchase! And, yes, SEURAT owners, announcement of Version 2.2 means that YOUR upgrade disks will be coming in four to six weeks!

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ATARI, ST, STe, TT, and NeoChrome are Trademarks of the Atari Corp.
PAGESTREAM is a Trademark of SoftLogick, Inc.

CALAMUS is a Trademark of DMC/Diteck International.
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"ATARI NEWS & EVENTS FIRST!"

- Waltham, Ma.

SYQUEST TO FACE SOME COMPETITION!

Ricoh is now offering a 50mb removable hard disk that is directly compared with the Syquest 44mb. Features of Ricoh versus Syquest are, improved dust seals, smoother operating ejection mechanisms, cooling air intake filter, better service is offered and of course, 6mb of higher capacity.

The unit is somewhat more expensive, but it is detailed as a far superior unit. The bottom liner is the benefits to the user, as competition becomes keener, the user can only benefit.

- Ann Arbor, MI

THE WINDSOR SHOW -> THIS WEEKEND!

The Windsor Atari Users Group of Windsor, Ontario, Canada and the Wash-tenaw Atari Users Group of Ann Arbor, MI are hosting the Windsor/Detroit International AtariFest on May 4-5, 1991 at the St. Clair College of Arts and Technology in Windsor. Don't miss this show -- it's a BIG one!!!

Thirty-Six Exhibitors!

Exhibitors attending the show include:

Atari US	Atari Canada	Branch Always Software
Canoe Computer	Channel One Computer	C-HQ, Inc.
Clear Thinking	CodeHead Software	Computer Services & Supply
Computers Plus	Consortium Software	DA Brumleve
DataQueue Software	Double Click Software	Gadgets By Small
Gribnif Software	Goldleaf Publishing	ICD, Inc.
Intrinsic Software	ISD Marketing	JMG CompuShope
JMG Software	MegaType	Micro Creations
MS Designs	Musicode Software	Nice & Software
PDC Distributors	Phil Comeau Software	Rimik Enterprises
Sav-Tech	SKWare One	Taylor Ridge Books
Unicorn Publications	What's This?	Wiz Works

Seminars!

Seminars will be held throughout both days by companies such as Branch Always, CodeHead Software, DataQue Software, Gadgets By Small, Gribnif Software, Goldleaf Publishing and ISD Marketing to name just a few! Jeoff Earle, general manager of Atari Canada and Bob Brodie, manager of User Group Services for Atari US will hold a joint seminar on each day as well.

Door Prizes!!

Don't forget to drop your ticket stub in the Door Prize barrel at the WAUG user group booths. Door prizes include a Grand Prize drawing on Saturday for a complete Calamus, Font Editor and Outline Art package donated by ISD Marketing and a Grand Prize drawing on Sunday for a complete 1040STE system with color monitor donated by Atari Canada! (Note: You do not have to be present to win the 1040STE system. Info on door prize drawings is contained in the show brochure.)

Highlights

Come see the new SST 68030 upgrade from Gadgets By Small in action! Stop in at the JMG Software booth for the first public showing/release of HyperLINK. See the new Hotwire and MultiFile updates at the CodeHead booth...and bring your original CodeHead software disks for upgrading at the show! Check out the many new products being carried by Goldleaf Publishing. Get your copy of Menu Plus at the Rimik Enterprises booth. Stop at the Gribnif booth to see their Call NeoDesk accessory, NeoDesk 3.02, NeoDesk CLI, CardFile 3.0 and more! In fact, there's so much to see at the show we can't possibly tell you about it all. Come on out and see it all for yourself!

For more information on the show, contact:

Craig Harvey, President of WAUG - Ann Arbor at (313) 994-5619
or
Brian Cassidy, President of WAUG - Windsor at (519) 966-0305

Windsor/Detroit International AtariFest

Seminar Schedule

Time	Saturday	Sunday
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10:45	Atari Users Association	DataQue Software
11:30	JMG Software	Rimik Enterprises
12:15	Branch Always Software	Gadgets By Small
1:00	Atari Canada and US	Goldleaf Publishing
1:45	DataQue Software	CodeHead Software
2:30	Gribnif Software	Atari Canada and US
3:15	Goldleaf Publishing	Branch Always Software

4:00	ISD Marketing	ISD Marketing
4:45	Gadgets By Small	

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...Ziggy Zagnut

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